End of Turn

- ⓪ Skip when starting a new game.
- ⓪ Check stacking limits: 2 per hex, not counting HQ/General/Hero. Eliminate units until limits are met.
- ⓪ Discard all cards from the card track.
- ⓪ If the turn track indicates shuffle, shuffle all discards into the deck.
- ⓪ Move the turn marker one turn ahead on the Turn Track.
- ⓪ Proceed with next phase (US Amphibious) <u>until</u>:
  - ☑ **either US division suffers catastrophic loss (ending the game)**

    OR
  - ☑ **the end of the scenario (calculate victory points).**

D-Day at Omaha Beach - Flipbook v3.1

Acknowledgements

I was inspired by the flipbook for RAF: Battle of Britain 1940 (also by John Butterfield). Highly functional and smartly designed, that flipbook - based on earlier work by Erin Sparks (rockhpi on BGG) - really speeds up the process of mastering the game. After RAF, I went for DDaOB and many times I longed for a flipbook for this game, which is so much more complex. RAF feels like a game with high simulation value while DDaOB feels like a simulation with gaming aspects. Finally, I decided to make one myself.

I wish to convey my gratitude to Gordon Watson (domus_ludorum on boardgamegeek) for allowing me to use his phenomenal player aids for DDaOB as a base for the tables in this flipbook. And of course to John Butterfield for his excellent game.

Use

This flipbook is not a replacement for the original rule book. It is designed as an accompaniment during game play. It tries to offer all relevant rules and tables to a certain phase in a condensed manner. Those new to the game will find this flipbook useful and perhaps also experienced players who haven't played for a while. It contains all the rules for the first 16 turns but not the optional rules. The Terrain Effects Chart is printed two times, for ease of reference during move and combat actions. Every Phase starts on a new page and to make all pages relevant, i.e. to reduce the 'flipping' to an absolute minimum, I used the first page for the 'End of Turn' phase.

Jan Tuijp


Legend

Free actions are marked dark blue

- ⓪ Actions are marked by a closed circle with a white ring
- ☉ Optional actions or Choices are marked by an open circle with a black dot
- ☑ **Conditions / requirements are marked with a checkbox**
- ▷ Notes are marked with a small arrow

Important Rules that are easily overlooked are marked red

FoF = **F**ield **o**f **F**ire

German Communication[1]

A German unit or position is in COM-MUNICATION if it can trace a path of any length to a exit hex through friendly or uncontrolled territory (not through rough hex, beach or pavilion adjacent to beach).
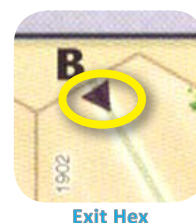
Exit Hex

- ▷ Hex adjacent to German unit is **still** in COMMUNICATION.
- ▷ When German position is US controlled but unoccupied, it can still be in COMMUNICATION.
- ▷ Occupied German Reinforcement Position may trace COMMUNICATION through 1 adjacent **bocage** hex, even if hex is controlled (but not occupied) by US.
- ▷ At start of **German Fire Phase** established status of COMMUNICATION does not change through Phase.
- ▷ During US Attack Phase, COMMUNICATION determined at moment of attack.

Amphibious Landing

Step 1: Landing Checks

- ⓪ Draw Landing Card for Sector
- ⓪ Cross Reference US Units Target Symbols (▲◆●) in Beach Landing Boxes with Landing Tables
  - ▹ HQ's and Generals do not check for landing hazards, but HQ *can* be affected by Submerged Mine Explosions. If stacked with unit that drifts they can choose to drift with it.
  - ▹ When landing on a tide-level change turn - landing units land at the new level, already landed units have until the end of turn to avoid a rising tide, or be eliminated (exception: units with climb cliff marker).

⓪ Turn 1-3:

			A	B	C	D
Tank	🚗	Turn 1	Delayed - place in Turn 2 space	Eliminated	Lose 1 step	Lose 1 step & Drift 2 boxes East
		Turn 2-3	No effect	Drift 1 box East	Lose 1 step	Drift 3 boxes East
Infantry	⊠	Except DG & CH	Drift 4 boxes East	Drift 2 boxes East	Drift 9 boxes East	No effect
Infantry & Rangers	⊠ ⊠	DG & CH only	No effect	Drift 1 box East	Drift 4 boxes East	Drift 1 box West

- ▹ A unit that drifts beyond the eastern- or western-most approach box is delayed – place it two turns ahead on the Turn Track

⓪ Turn 4-14:

		A	B	C	D
Infantry & Rangers	⊠ ⊠	No effect (1)	Drift 1 box East	Drift 4 boxes East	Drift 1 box West
DUKW Artillery	DUKW	Eliminated	Lose 1 step	Lose 2 steps	No effect
Artillery, Anti-Aircraft & Anti-Tank		Delayed - place 3 turns ahead on the turn track	Drift 2 boxes East	Lose 1 step	No effect

(1) Rangers can opt to drift 1 to 4 boxes East

- ▹ A unit that drifts beyond the eastern- or western-most approach box is delayed – place it two turns ahead on the Turn Track

⓪ Turn 15+:

		A	B	C	D
Infantry	⊠	Do not check for landing hazards, but may strike a mine			
DUKW Artillery	DUKW	Eliminated	Lose 1 step	Lose 2 steps	No effect
Artillery, Anti-Aircraft & Anti-Tank		Delayed - place 3 turns ahead on the turn track	Delayed until June 7th / remove from play	No effect	Lose 1 step

- ▹ A unit that drifts beyond the eastern- or western-most approach box is delayed – place it two turns ahead on the Turn Track

## Step 2: Submerged Mine Explosions

☑ **If landing card includes Exploding Mine symbol (☀)**

   ▷ **Exception HQ:** If an HQ unit is the only unit available to suffer loss due to a mine explosion, it does not lose a step. In stead it is delayed; place the HQ two turns after the current turn on the turn track.

   ▷ **Exception Generals:** Generals are not affected by mine explosions

   ▷ **Turn 1-6:** No check required. Proceed with Step 3

   ▷ **Turn 7-16:** If beach uncleared - remove step from **1** unit of your choice
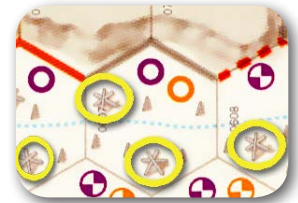
Step 3: Landing US Units

◍ All units in Beach Landing boxes land (move every unit from Beach Landing box to waterline hex matching current tide level)

   ▷ Units landing across sector boundary come in command of other division for remainder of game; place a Command Transfer marker on it
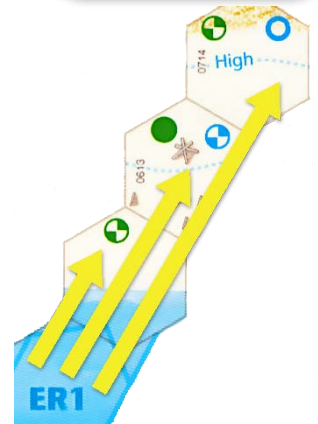
Step 4: Placing Units in Beach Landing Boxes

◍ Place the units from the Turn track in their designated boxes

   ⊙ Voluntary Delay - beginning turn 7, you may choose to delay a unit's arrival

   ⊙ Any delayed unit entering after turn 10 may be placed in any beach box, in either sector

   ▷ If a unit has a designation but no number, place it in any box of that designation

   ▷ If a unit has only a division number (1ˢᵗ or 29ᵗʰ), place it in any lettered Beach Landing Box in that sector

   ▷ Only Ranger Infantry may be placed in CH Landing Boxes (although other units may drift there)

   ▷ Beach Landing Boxes without ID letters may only be entered as a result of drift

   ▷ Generals may not be placed alone if there are other units scheduled to arrive on the same turn

   ▷ Max 2 units per Beach Landing Box (Generals/HQ's do not count)

Designation

1ˢᵗ Event Phase

- ⓪ **Turn 2-16:** Draw an event card and implement the event listed for the current turn. In case of events on depth, reinforcements or Kampfgruppe Meyer, refer to the following

Placing Depth Markers

- ▹ Some events call for placement of US Hero and German depth marker. Place depth marker in same sector as hero, if possible.
- ⓪ Draw from appropriate depth marker pool
  - ☉ For WN unit, draw from WN depth pool
- ⓪ Place depth marker beneath German unit without a depth marker, unrevealed. Use the following priorities:
  1. Choose German unit closest in hexes to US unit
  2. If two or more units are equidistant choose the unit:
     a) In single-hex WN position
     b) Then in two-hex WN position
     c) Then in reinforcement position
        - ▹ if more than one unit: place depth marker in position with lowest ID (no ID = 0)
        - ▹ two or more positions same number: place marker in position with lowest letter
  - ▹ German unit must be in *COMMUNICATION* in order to receive depth marker
  - ▹ Disrupted units may receive depth marker
  - ▹ If sector named in event has no German unit eligible to receive depth marker, place depth marker with unit in other sector
  - ▹ If neither sector has eligible unit, no depth marker is placed
  - ▹ A depth marker may only be placed in German occupied position
  - ▹ Depth markers never occupy hex on their own
  - ▹ Depth markers may be placed with German unit that lost depth marker due to attack or barrage

ID

Reinforcement Position

Reinforcements

- ☑ **Reinforcement unit must be in** *COMMUNICATION*
- ☑ **May not be placed on reinforcement positions without** ID
- ⓪ Draw unit from TR pool for each reinforcement
  - ▹ If TR pool is empty, draw from DR pool instead. DR units enter play with depth marker (building or mobile).
  - ▹ If both TR pool and DR pool are empty, reinforcement does not enter play. If you run out of reinforcements during a multiple-reinforcement event, apply priorities to map in stead of sector.
- ⓪ Place unit face down *without a depth marker* in empty reinforcement position in *COMMUNICATION* in listed zone. Select specific position by following priorities:
  1. Position adjacent to a US unit. Place in lowest numbered position if 2 or more are adjacent.
  2. Position within 2 hexes of US unit. Place in lowest numbered position if 2 or more qualify.
  3. The lowest numbered position
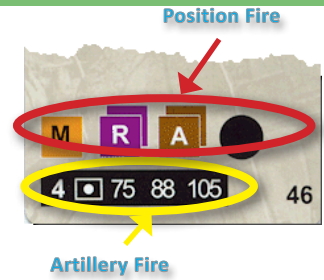 - ▹ if no positions in listed zone can trace *COMMUNICATION*, reinforcement unit does not appear

Kampfgruppe Meyer

- ⓪ Randomly select 4 units and 2 depth markers from KG Meyer. Place units in DR pool and depth markers in Mobile Depth box. If all 8 KG Meyer units are released, subsequent KG Meyer events are ignored.

4/Fus/352
M
BZ 3

German Fire Phase

Step 1: Position Fire

◎ Draw Fire Card for Sector

☐	◎ <u>Any</u> position matching depicted color fires if occupied by unDISRUPTED German unit (with or without a depth marker) ◎ If German unit is DISRUPTED, remove DISRUPTED marker
◰	◎ Positions with double symbols matching depicted color fire if occupied by unDISRUPTED German unit <u>with a depth marker</u> ◎ If German unit is DISRUPTED, remove DISRUPTED marker
▢	◎ Armor Hit Bonus (all US armoured units in the position's field of fire are considered non-armoured)
☆	◎ Leader Hit Bonus (one Hero / General / HQ in the position's intense or steady FoF is hit, if the position's hit limit is not satisfied by other losses)
◆▲●	Current US Target Symbol

- ▷ WN positions in two hexes are considered one position (*all* units have to be <small>DISRUPTED</small> to prevent fire)
- ▷ German positions may fire across boundary
- ▷ Dots appear on side of hex nearest to projecting position

Applying hits:

- ▷ #Possible hits = #German units and depth markers
- ▷ When 2-step regular infantry (not Ranger) is reduced to 1-step, place the 2-step marker in its division's Loss box (catastrophic loss); leave the reduced marker in play
- ▷ US units hit once per turn max (may be <small>DISRUPTED</small> also)
- ▷ Hero killed = flip to Inspired
- ▷ General hit = flip to lightly wounded; on 2nd hit General is killed
- ▷ Leaders do not become <small>DISRUPTED</small>
- ▷ HQ hit = disorganized: place two turns later on turn track
- ▷ If unit with Hero/Inspired marker eliminated, so is marker (optional: hero may sacrifice)
- ▷ Attempt to hit as many US units as possible! Leaders are hit last!

◎ Resolve fire[1]

Fire Dot in US-occupied Hex		Fire by WN position or revealed reinforcement position	Fire by unrevealed reinforcement position
Intense Fire	●	US units of every type and target symbol lose a step.	US units of every type and target symbol lose a step and are DISRUPTED
Steady Fire	◑	Non-armoured US units with the target symbol lose a step.	Non-armored US units with the target symbol lose a step and are DISRUPTED
Sporadic Fire	○	Non-armoured US units with the target symbol are DISRUPTED	
Concentrated Target: US units in a hex with five or more steps are considered to match the target symbol, whatever their actual symbol.			
Selection Priorities: ●◑○ then, within fire dot priority, choose closest to firing unit, then unit with most steps			

◎ Remove <small>DISRUPTED</small> markers from any German position whose color appears on the fire card, whether or not the unit has a depth marker.

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[1] A <small>DISRUPTED</small> position cannot fire.

Step 2: Artillery Fire

- **Turn 1-3:** Nothing happens. Proceed with next phase.
- **Turn 4-32:** Check for Artillery Fire
  Count all un*DISRUPTED* artillery units in the sector (both WN and Sector Artillery Box) having the calibers listed on the card.

  Total ≥ Artillery Value : 1 US unit with current ◆▲● in sector is hit:

  Prioritize
  1. Infantry unit   Beach Landing Box
  2. Non-infantry unit   beach hex
  3. Non-infantry unit   Beach Landing Box
  4. Infantry unit   beach hex

  select the unit with the most steps!

Artillery   **Callibers**

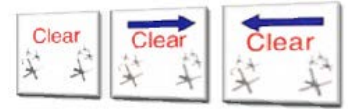**Observer Positions**

Sector Artillery Box

- ▷ If all **A**rtillery **O**bserver **P**ositions are in US control[1], flip corresponding unit in Sector Artillery Box to its inactive side
- ▷ If any **AOP** becomes occupied or in German *COMMUNICATION*, flip the unit back to its active side
- ▷ Garrisons may not be targeted by mortar/artillery fire
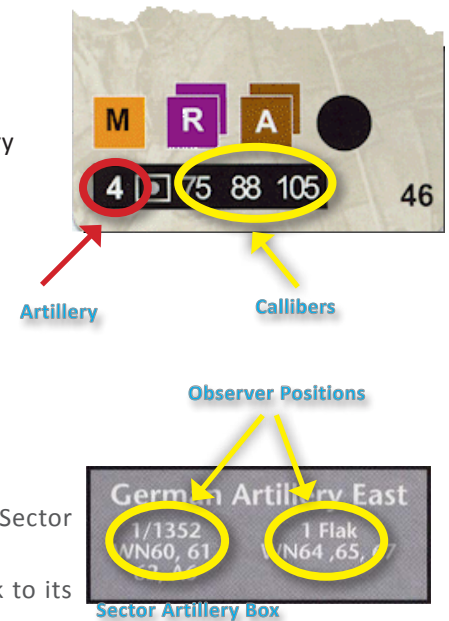
US Engineer and HQ Phase

ENGINEER

- ⓿ **Turn 1:** No engineers on the beach. Proceed to next phase (US Action)
- ⓿ **Turn 2-6:** Low Tide. Clear up to two obstacles
  Place Clear marker(s) in <u>one or two</u> beach obstacle hexes <u>per sector</u> that are not under fire
- ⓿ **Turn 7-15:** Mid Tide. Clear <u>one</u> obstacle
  Place one Clear marker in one beach obstacle hex <u>per sector</u> that is not under fire
- ⓿ **Turn 16:** High Tide. Proceed to next phase (US Action)

US Action Phase

▷ **No more than 1 action per unit!!!**

▷ **Mind stacking limits (2 per hex, not counting HQ/General/Hero)**

◍ **Turn 1-16 :** Perform **two regular** actions and **any free** actions

MOVE ACTIONS

◍ Consult Terrain Effect Chart

Free Move Actions

⊙ **Ranger** infantry units (✉)

⊙ A unit with a **Hero** or **Inspired** marker

⊙ A unit with a **climb, climb cliff** or *DISRUPTED* marker

⊙ **HQ** units and **Generals**

⊙ A unit in **command** of an HQ/General[1]

⊙ An **infantry** unit conducting a **self-preservation**[2] move

Regular Move Actions

⊙ **Move 1 hex** (all units)

▷ Infiltration move[3]: draw <u>one</u> fire card – if colors, depth type and current ◆▲● match (of any German position infiltratred) remove one step (*CONCENTRATED TARGET*[4] does **not** apply!)

⊙ **Climb a Bluff** (Infantry, Generals, HQs) – move across bluff and place Climb marker

▷ Infantry – place Climb marker

▷ HQs, Generals – do *not* place Climb marker (cross bluff in one turn)

⊙ **Finish Climb (bluff)** – (free) remove Climb marker from climb in previous turn

⊙ **Climb a Cliff** – move across cliff and place Climb Cliff marker (<u>infantry only</u>)

⊙ **Proceed Climbing Cliff** – (free) flip Climb Cliff marker

⊙ **Remove Disruption** (free - only action possible for any unit with a *DISRUPTED* marker)

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[1] Unit(s) stacked with or adjacent to HQ unit or General at the <u>start</u> of the Action Phase are *IN COMMAND*. Once HQ/General moves, it no longer provides free actions.

[2] An infantry unit in a beach hex may conduct a **self-preservation move** as a free action, consisting of moving the unit from the beach hex it occupies to an adjacent beach hex that is closer to a protective hexside. If the destination hex is not a beach hex, or is equidistant or further from a protective hexside. the move does not qualify as a self-preservation move. Shingle, seawall, slope, bluff and scaleable cliff hexsides are protective hexsides. Sheer cliffs are not.

[3] **Infiltration attempt**: moving US unit from hex adjacent to and in FoF of non-*DISRUPTED* German position to another such hex. HQ/General cannot infiltrate on their own.

[4] US units with a total of five or more steps are normally considered a *CONCENTRATED TARGET* (having the symbol on the fire card, regardless of the actual symbols on the units' counters).

Terrain Effects Chart

⊠ Ldrs Other = movement infantry, leaders & other

✚ = German defense (1)

Terrain	Movement	German Defense
WaterLine(2) **Beach** **Beach Obstacle** **Pavilion / Draw** **High Ground**	⊠ Yes Ldrs Yes Other Yes	
Woods / Orchard	⊠ Yes Ldrs Yes Other No, unless entered via road	✚ unit and depth strength doubled
Buildings	⊠ Yes Ldrs Yes Other Yes	✚ unit and depth strength doubled
Bocage	⊠ Yes Ldrs Yes Other No, unless entered via road	✚ unit and depth strength doubled
Rough	⊠ No Ldrs No Other No	
Hedge hexside **Seawall hexside**	⊠ Yes Ldrs Yes Other No, unless entered via road	
Shingle hexside **Anti-Tank Ditch** **Anti-Tank Wall**	⊠ Yes Ldrs Yes Other No	✚ unit strength doubled; depth not (3)
Slope hexside	⊠ Yes Ldrs Yes Other No, unless crossed by a road	✚ unit and depth strength doubled (3)
Bluff hexside	⊠ Yes, conduct climb action Ldrs Yes (4) Other No, unless crossed by a road	✚ attack prohibited (5)
Scaleable Cliff hexside	⊠ Yes, conduct climb action Ldrs No Other No	✚ attack prohibited
Sheer Cliff hexside	⊠ No Ldrs No Other No	✚ attack prohibited
Primary Road **Secondary Road** **Trail**	⊠ Yes Ldrs Yes Other Yes (6)	tank units can move more than 1 hex through road hexes (17.2)
Mined Road hex	⊠ Yes Ldrs Yes Other No	treat as a normal road if in range of an engineer base

(1) Not cumulative
(2) If not submerged
(3) Only if all US units attack through same hexside.
(4) Leaders do not receive climb markers when crossing a bluff.

(5) US unit on high ground may attack across bluff. Germans defend as if attacked across slope.
(6) When moving along a road, unit may cross terrain that was otherwise prohibited.

Combat Actions

▷ A German position may be attacked by any number of units at once but only <u>once per phase</u> (and may be attacked **OR** barraged, not both)

Step 1: Consult Terrain Effect Chart

Step 2: Choose Combat Action

Free Combat Actions

⊙ **Ranger** infantry units (▨)
⊙ A unit with a **Hero** or **Inspired** marker
⊙ **HQ** units and **Generals**
⊙ A unit In Command of an HQ/General[1]
⊙ Naval Barrage

Regular Combat Actions (Infantry attack/Barrage)

Infantry attack (mind Terrain Effects!)

▷ HQ units and Generals are not affected by the results of an attack
▷ Full strength units are in possession of ALL weapons, save MG
▷ Hero(es) provide **one** weapon wild card[2] **OR** increase your attack strength by **one** (choice)
☑ Only ▨▨ can attack (must be adjacent!)
　Other units can support/join <u>if they have the action(s) for it:</u>
⊙ Heavy Infantry (must be in range[3])
　▷ if non-adjacent, can not use DE, BG
　☑ may attack across bluff/cliff hexside (only if another infantry attacks position from adjacent hexside through allowed hexside)
⊙ 🚗 ▨ ▨ ▨
　☑ must be in range[3] **AND**
　☑ adjacent **OR**
　☑ adjacent to attacking Infantry **OR**
　☑ In Command **OR**
　☑ attacking Infantry is In Command
⊙ ▨ ▨ ▨
　☑ must be in range[3] **AND**
　☑ NOT adjacent **AND**
　☑ In Command of HQ (not Gen.) that is also commanding min. 1 attacking Infantry **AND**
　☑ non-armored artillery (▨ ▨) must not be in FoF[4] unless all Germans are DISRUPTED
⊙ Naval Fire may be included:
　☑ when in possession of naval fire marker **AND**
　☑ 1 Infantry has radio **OR** is In Command of HQ **OR** a Hero spends his wild card
　Ⓞ Strength of the Naval Fire Marker (9) is added to attack strength
　Ⓞ Discard Naval Fire Marker
　Ⓞ all weapon requirements for naval fire, artillery and demolitions are met

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[1] Units stacked with or adjacent to HQ unit or General at the <u>start</u> of the Action Phase are In Command. Once HQ/General move, it no longer provides free actions.
[2] The effect is not cumulative. Two heroes provide 1 **wild card OR** 1 extra attack strength to a particular attack.
[3] High Ground **Ranged Fire Restriction**: a US unit in a beach or pavilion/draw hex may not conduct ranged fire against a German-occupied position on the high ground, unless that position projects a FoF into at least one *beach* hex (the position is on the bluff overlooking the beach).
[4] Players probably shouldn't bother with **non-armored artillery attacks** until turn 17 as the requirements are virtually impossible to meet.

Terrain Effects Chart

☒ Ldrs Other = movement infantry, leaders & other

✚ = German defense (1)

Terrain	Movement	German Defense
WaterLine(2) Beach Beach Obstacle Pavilion / Draw High Ground	☒ Yes Ldrs Yes Other Yes	
Woods / Orchard	☒ Yes Ldrs Yes Other No, unless entered via road	✚ unit and depth strength doubled
Buildings	☒ Yes Ldrs Yes Other Yes	✚ unit and depth strength doubled
Bocage	☒ Yes Ldrs Yes Other No, unless entered via road	✚ unit and depth strength doubled
Rough	☒ No Ldrs No Other No	
Hedge hexside Seawall hexside	☒ Yes Ldrs Yes Other No, unless entered via road	
Shingle hexside Anti-Tank Ditch Anti-Tank Wall	☒ Yes Ldrs Yes Other No	✚ unit strength doubled; depth not (3)
Slope hexside	☒ Yes Ldrs Yes Other No, unless crossed by a road	✚ unit and depth strength doubled (3)
Bluff hexside	☒ Yes, conduct climb action Ldrs Yes (4) Other No, unless crossed by a road	✚ attack prohibited (5)
Scaleable Cliff hexside	☒ Yes, conduct climb action Ldrs No Other No	✚ attack prohibited
Sheer Cliff hexside	☒ No Ldrs No Other No	✚ attack prohibited
Primary Road Secondary Road Trail	☒ Yes Ldrs Yes Other Yes (6)	tank units can move more than 1 hex through road hexes (17.2)
Mined Road hex	☒ Yes Ldrs Yes Other No	treat as a normal road if in range of an engineer base

(1) Not cumulative
(2) If not submerged
(3) Only if all US units attack through same hexside.
(4) Leaders do not receive climb markers when crossing a bluff.

(5) US unit on high ground may attack across bluff. Germans defend as if attacked across slope.
(6) When moving along a road, unit may cross terrain that was otherwise prohibited.

Tank Barrage[1] (ranged attack without infantry support)

▷ Barrage may be conducted by only one tank

▷ You may not combine the strengths of tanks into one barrage

▷ German-occupied hex may be the target of more than one barrage in a single US action phase, but may not be attacked *and* barraged in the same phase

▷ Barrage against two-hex WN position affects only the units in the target hex

▷ **Unrevealed** Reinforcement unit may not be barraged

☑ **Tank must be in range but not adjacent to target hex AND**

☑ **Tank must be in FoF of target hex**
  OR
  Un*disrupted* infantry unit occupies a hex in FoF of target hex (as observer)

☑ **If infantry unit is observing, either tank or observing unit must be in command of HQ/General**

⓪ Draw Fire card and resolve attack on US Barrage Table:

US BARRAGE TABLE (draw one card to resolve each barrage)				
		Strength of US Barraging Unit		
Fire Card shows	**German depth?**	**1,2**	**3 to 5**	**6 or more**
Neither the German posistions's colour of the barraging unit's target symbol.	Either	No effect	No effect	No effect
The barraging unit's target symbol only.	Yes	No effect	No effect	German unit disrupted
	No		German unit disrupted	German unit disrupted
The German positions's colour only.	Yes	No effect	German unit disrupted	German unit disrupted
	No	German unit disrupted		
Both the German pos-tions's colour and the barraging unit's target symbol.	Either	German unit disrupted	German unit disrupted	German unit disrupted & depth marker removed

TERRAIN DEFENSE TABLE
German Defence v US Attack
<u>Unit & Depth (x2)</u> Buildings, Bocage, Slope (hs), Bluff-down (hs)
<u>Unit (x1), depth (x1)</u> Woods/Orchard, Shingle (hs), Anti-tank ditch/Wall (hs)
<u>Unit & Depth (x1)</u> Beach, Pavilion, Draw, rought, Hight-Ground, Seawall (hs), Hedge (hs)
Attack prohibited: Sheer Cliff (hs), Scaleable Cliff (hs), Bluff-up (hs)

Naval Fire Barrage

▷ German units are not eliminated by naval barrage

▷ Reinforcement position with unrevealed unit may not be targeted by naval barrage

▷ Single hex may not be target to barrage and attack in the same US action phase

☑ **One un*disrupted* US infantry unit with Radio or in command of HQ must be in target's FoF**

⓪ Expend naval fire marker to conduct naval artillery barrage against German WN position (revealed or unre-vealed) or **revealed** reinforcement position (free action)

⓪ Place a *disrupted* marker on the unit in the hex - if a depth marker is in the hex, remove it from play

⓪ Discard the Naval Marker

Step 3: Resolve Attack

⓪ Reveal German **unit**, if not revealed. Do not reveal **unrevealed depth** marker.

⓪ Add up total strength of attacking units and compare to total revealed German units and markers (check for terrain effects on Terrain Effects Chart - if attacking through multiple hexsides, consider favourable -to US- hexside)

⓪ Check Weapons on US Weapons Chart (mind Heroes wild card/attack value)

⓪ Check US Attack Table and apply results

▷ When attacking two adjacent hexes (WN), attack only one hex at a time; the German units in the other hex do not aid the defense in any way and are not affected by the outcome of the attack

▷ No "advance after combat" (do not move units after attack)

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[1] High Ground Ranged Fire Restriction: a US unit in a beach or pavilion/draw hex may not conduct ranged fire against a German-occupied position on the high ground, unless that position projects a FoF into at least one *beach* hex (meaning the position is on the bluff overlooking the beach).

US Weapons Chart

Full strength Infantry or Ranger Infantry	⊠ ⊠	BZ - Bazooka BG - Bangalore Torpedo BR - Browning Automatic Rifle DE - Demolitions MO - Mortar RD - Radio
Infantry with range 2 attacking from adj. hex	⊠	MG - all of the above plus Machine Gun
Infantry with range 2 attacking from non-adj. hex or across bluff/cliff	⊠	BZ, MO, RD, BR and MG only
Tank	🖼	AR - Artillery BZ - Bazooka MG - if within 3 hexes of target BR - if within 3 hexes of target

Anti-air-craft		MG, BR
Artillery		AR, MO and DE
Anti-tank		AR and BZ
HQ		RD
Naval Fire Marker		NA - Naval Artillery: AR and DE

Notes:
▹ FL = Flanking: US units must be attacking the German-occupied hex from at least two hexes that are adjacent to the target but not to each other. If both the German unit and its depth marker list the flanking requirement, the US units must be attacking from at least three hexes adjacent to the German hex to satisfy the requirement. The three hexes may be adjacent to each other.
▹ Hero Wildcard can stand in for any one missing weapon requirement, except FL

US Attack Table

Have the required weapons	US Attack Strength	German units & markers in occupied hex		
		Unit Alone	Unit & unrevealed depth marker	Unit & revealeed depth marker
NO	less or equal	US attacker disrupted and German gains depth	US attackers disrupted & German unit unrevealed	US attackers disrupted
NO	greater but not double	German gains depth	US attackers disrupted	No effect
NO	at least double	German disrupted	Germans disrupted	Germans disrupted & optional attrition
YES	less	German gains depth	US attackers disrupted	No effect
YES	equal	German disrupted	No effect	Germans disrupted
YES	greater but not double	German defeated	Reveal the depth marker; compare again and consult the column to the right[1]	depth marker eliminated & unit disrupted
YES	at least double	German defeated		depth marker eliminated & unit disrupted

[1] If depth marker calls for Tactical Reinforcement, German unit is defeated.

▹ **US attacker Disrupted**: place DISRUPTED marker on every US unit attacking from adjacent hex
▹ Optional **attrition**: player may remove step from adjacent attacking US unit and eliminate German depth marker
▹ German gains **depth**: (see STEP 4: Depth)
▹ German Unit **defeated**: if defeated unit is WN unit, 716th Division or not In Communication, remove unit from play; if 352nd Division & in COMMUNICATION, withdrawal (place face down in Division reinforcement box)
▹ Depth marker **eliminated**: remove depth marker from play
▹ **German Disrupted**: place DISRUPTED marker on German unit
▹ German **unrevealed**: flip German unit to unrevealed side

Step 4: Depth

⦿ When Germans gain depth as a result from an unsuccesful attack, draw from appropriate depth marker pool.

⊙ For WN unit, draw from WN depth pool
If WN depth marker reads **Tactical Reinforcement** (and TR pool is not empty):
1. Remove depth marker from play
2. Place unit from TR pool in unoccupied German reinforcement position nearest to WN position from removed depth marker, even if reinforcement position has no ID number
3. If 2 or more positions equidistant: place reinforcement in position closest to US unit. If still equidistant, place reinforcement in lower numbered position (no ID=0)

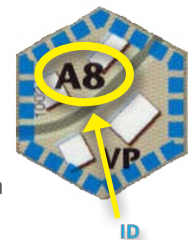⊙ For reinforcement unit in building hex, draw from building pool (or mobile when building is empty).

⊙ For reinforcement unit in any other type of hex, draw from mobile depth pool.

▹ When WN depth pool is empty, choose unit in Reinforcement position

▹ When Mobile depth pools is empty, no depth is added.

▹ If only one marker left when two are needed, apply priorities to map instead of sector.

⦿ Place depth marker beneath German unit without a depth marker, unrevealed.
Use the following priorities:
1. Choose German unit closest in hexes to US unit
2. If two or more units are equidistant choose the unit:
    a) In single-hex WN position
    b) Then in two-hex WN position
    c) Then in reinforcement position

   ▹ if more than one unit: place depth marker in position with lowest ID (no ID = 0)

   ▹ two or more positions same number: place marker in position with lowest letter

▹ German unit must be in *communication* in order to receive depth marker

▹ Disrupted units may receive depth marker

▹ If sector named in event has no German unit eligible to receive depth marker, place depth marker with unit in other sector

▹ If neither sector has eligible unit, no depth marker is placed

▹ A depth marker may only be placed in German occupied position

▹ Depth markers never occupy hex on their own

▹ Depth markers may be placed with German unit that lost depth marker due to attack or barrage

⦿ Proceed to next phase (End of Turn)